



Context

Main objective of the project	Exchange of Good Practices
Project Title	Games for Active Learning
Project Acronym	GOAL
Project Start Date (dd-mm-yyyy)	01-09-2019
Project Total Duration	24 months
Project End Date (dd-mm-yyyy)	31-08-2021
National Agency of the Applicant Organisation	RO01 Agentia Nationala pentru Programe Comunitare in Domeniul Educatiei si Formarii Profesionale
Language used to fill in the form	English

For further details about the available Erasmus+ National Agencies, please consult the following page:

<https://ec.europa.eu/programmes/erasmus-plus/contact>



Project Summary

Please provide a short summary of your project. Please recall that this section (or part of it) may be used by the European Commission, Executive Agency or National Agencies in their publications. It will also feed the Erasmus+ Project Results Platform.

Be concise and clear and mention at least the following elements: context/background of project; objectives of your project; number and profile of participants; description of activities; methodology to be used in carrying out the project; a short description of the results and impact envisaged and finally the potential longer term benefits. The summary will be publicly available in case your project is awarded.

In view of further publication on the Erasmus+ Project Results Platform, please also be aware that a comprehensive public summary of project results will be requested at report stage(s). Final payment provisions in the contract will be linked to the availability of such summary.



Applicant Organisation

PIC	Legal name	Country
949156156	Colegiul National Elena Cuza	Romania



Partner Organisations

No	PIC	Legal name	Country
1			
2			



Project Budget Summary

Budget Items	Grant
Project Management and Implementation	24000.00 EUR
Total Grant	24000.00 EUR

Budget per Participating Organisation

Organisation	Country of Organisation	Grant (EUR)
Colegiul National Elena Cuza	Romania	12000.0 0 EUR
		12000.0 0 EUR
		12000.0 0 EUR

Colegiul National Elena Cuza

Budget Items	Grant
Project Management and Implementation	12000.00 EUR
Transnational Project Meetings	0.00 EUR
Intellectual Outputs	0.00 EUR
Multiplier Events	0.00 EUR
Learning, Teaching, Training Activities	0.00 EUR
Special Needs Support	0.00 EUR
Exceptional Costs	0.00 EUR
Total Grant	12000.00 EUR

Budget Items	Grant
Project Management and Implementation	12000.00 EUR
Transnational Project Meetings	0.00 EUR
Intellectual Outputs	0.00 EUR
Multiplier Events	0.00 EUR
Learning, Teaching, Training Activities	0.00 EUR
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Total Grant	12000.00 EUR

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Transnational Project Meetings	0.00 EUR
Intellectual Outputs	0.00 EUR
Multiplier Events	0.00 EUR
Learning, Teaching, Training Activities	0.00 EUR
Special Needs Support	0.00 EUR
Exceptional Costs	0.00 EUR
Total Grant	12000.00 EUR

Timetable

Note that Transnational Project Meetings, Intellectual Outputs, Multiplier Events and Learning, Teaching and Training activities will be listed in this table automatically once you have created them in the dedicated section of the form.

ID	Activity Type	Starting Period	Description
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Participating Organisations

Please note that the PIC code is a unique identifier for the organisation within the whole Erasmus+ Programme. It should be requested only once per organisation and used in all applications for all Erasmus+ actions and calls. Organisations that have previously registered for a PIC should not register again. If an organisation needs to change some of the information linked to the PIC, this can be done through [the Participant Portal](#).

Applicant Organisation

PIC	949156156
Legal name	Colegiul National Elena Cuza
Legal name (national language)	Colegiul National Elena Cuza
National ID (if applicable)	4340358
Department (if applicable)	EDUCATION
Acronym	CNEC
Address	Pestera Scarisoara nr 1
Country	Romania
P.O. Box	
Postal Code	
CEDEX	
City	Sector 6
Website	http://cnelenacuza.uv.ro
Email	contact@cnelenacuza.ro
Telephone	+40214132495
Fax	+4021 4134768

Profile

Type of Organisation	School/Institute/Educational centre – General education (secondary level)
Is your organisation a public body?	Yes



Is your organisation a non-profit?

Yes

Associated Persons

Legal Representative

Title	mrs
Gender	Female
First Name	CARMEN
Family Name	TICĂ
Department	MANAGER
Position	HEADTEACHER
Email	carmen.tica@yahoo.com
Telephone	+40728822212
Preferred Contact	No
If the address is different from the one of the organisation	No

Contact Person

Title	MRS
Gender	Female
First Name	NICOLETA
Family Name	CIOBANU
Department	EDUCATION
Position	TEACHER
Email	ncnicoletaciobanu@gmail.com
Telephone	+40769626109
Preferred Contact	Yes

If the address is different from the one of the organisation

No

Background and Experience

Please briefly present your organisation/group (e.g. its type, scope of work, areas of activity and if applicable, approximate number of paid/unpaid staff, learners and members of the group).

"Elena Cuza" National College opened in 1971 in response to a demand in Bucharest for a high quality recognised education. The aim of the "Elena Cuza" National College is to provide children with the education and social skills needed for an ever changing world. The school has shown sustained growth since opening and it has consistently validated its position as one of the leading and most forward-thinking providers of pre - university education in Bucharest, the capital of Romania . The website www.cnelenacuza.ro can only give a brief outline of how our school offers an excellent standard of education. We provide a balanced and broad curriculum which will include all pupils of different abilities and needs, from the Early Years Foundation Stage to High School. A number of 1200 outstanding pupils with excellent results study in our school at different levels: PRIMARY SCHOOL EDUCATION (6→11 years old)-preparatory class and primary school, MIDDLE SCHOOL EDUCATION(11→15 years old)-bilingual- intensive English classes, HIGH SCHOOL EDUCATION (15→19 years old)- vocational branch, pedagogical profile(teachers - and extracurricular activities instructors specialization);theoretical profile, philology and bilingual English specialization; theoretical profile, mathematics-computer specialization, computer intensive. Classes are taught by 70 highly qualified teachers, devoted to continuous training. They are supported and encouraged by the school to train and to grow professionally in the national system. A belief in the importance of educating the whole person remains central to the mission and ethos of our school. We provide a dynamic and progressive education ensuring that pupils are confident about how they can make a difference to the challenges of our ever-changing world. Our schools's aims are -To provide a strong intellectual foundation that prepares pupils to continue their education anywhere in the world -- To provide students with a positive, stimulating, secure and caring environment that encourages the fulfillment of individual potential and the growth of self esteem in all areas: academic, social and personal, -To create an environment that develops knowledge and respect for different cultures, values and beliefs, and to be active and responsible citizens of the world community, -To develop within students an attitude of individual responsibility, based upon the values of honesty, respect, self-control, equality, and concern for others, -To foster partnerships between home and school in the learning process and engage the diverse resources and talents of our international community. Our pupils learn English since their first year of school . There are both intensive and optional courses of English (Once upon a time, Great Travelers) .Pupils train for exams like Cambridge – PET , YLE, FCE, CAE. They can choose the optional courses in Geography, History, British Culture and Civilization, German or Spanish .

What are the activities and experience of the organisation in the areas relevant for this project? What are the skills and/or expertise of key persons involved in this project?

Our teachers are mentors and methodists who train future educators in foundational knowledge in education, aspects of philosophy of education, history of education, educational psychology, sociology of education and pedagogical practices. They assist students teaching preschoolers and primary school pupils as necessary to developing exemplary teachers. Many of our teachers are authors of methodologies, guides and students' books. Field experience, student teaching, and practicum experience are powerful proofs of our staff's competences and skills. The Erasmus project would enable our teachers to discover new, different types of methodology, classroom activities and classroom management strategies. We feel that both our pupils and teachers would benefit greatly from exchanging ideas and experiences with other European teachers. Attending the project will enrich and increase the quality of educational process and will help us to put in practice new educational strategies and to work out modern pedagogical technologies. All the experience from this project will be transmitted to future educators and they will apply it in their future work. Every year, our pupils have excellent results in all subjects. They have first prize in National Olympics of School Sport and many prizes in aerobics, football, volleyball, basketball, tennis and chess. Our school coordinates Adobe Youth Voices, a philanthropic educational program launched and developed by the Adobe Foundation, which aims to empower young people from different communities around the globe to use technology to explore and express their own perspectives on issues that affect them and their communities. Through Adobe Youth Voices, young people aged between 13 and 18 create movies, animations, photos, presentations, music and other creations that help materialize young people's critical perspectives on critical issues and inspire them to find new solutions to solve them. "Elena Cuza" National College participated in European projects: Leonardo da Vinci - Philosophy through children (2008-2010) and Comenius- Awesome Children Tales (Nr. LLP link: 2013-1-RO1-COM-06-29410 1, Nr. ref: 13-pm-12-B-RO) and exchanged information and experience on common issues of educational systems of different partner countries (Austria, Germany, Greece, United Kingdom, Norway, Estonia, Czech Republic, Cyprus, Portugal, Spain, Poland). Our school collaborated with different institutions: British Council or American Cultural Centre and created opportunities to collaborate and work with people of other nationalities, in a different context, encouraging the mobility of teachers (Leonardo Partnership project, study visits, seminars) and students (Micca project - Model International Criminal Court). The National College "Elena Cuza" promotes equal opportunities for all young people, preparing them for a quick integration into society and the labor market, being an ECDL Test Centre and also Cambridge YLE Test Centre.

Has your organisation participated in a European Union granted project in the 3 years preceding this application?

Yes

Please indicate:

EU Programme

COMENIUS

Year

2013

Project Identification or Contract Number

13-pm-12-B-RO

Applicant/Beneficiary Name

COLEGIUL NATIONAL "ELENA CUZA"



Partner Organisations

PIC	
Legal name	
Legal name (national language)	
National ID (if applicable)	
Department (if applicable)	
Acronym	
Address	
Country	
P.O. Box	
Postal Code	
CEDEX	
City	
Website	
Email	
Telephone	
Fax	

Profile

Type of Organisation	
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Associated Persons

Background and Experience



Has your organisation participated in a European Union granted project in the 3 years preceding this application?

Partner Organisations

PIC	
Legal name	
Legal name (national language)	
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Profile

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Associated Persons

Background and Experience

Has your organisation participated in a European Union granted project in the 3 years preceding this application?

Project Description

Priorities and Topics

Please select the most relevant horizontal or sectoral priority according to the objectives of your project.

HORIZONTAL: Supporting individuals in acquiring and developing basic skills and key competences

If relevant, please select up to two additional priorities according to the objectives of your project.

HORIZONTAL: Social inclusion

HORIZONTAL: Open education and innovative practices in a digital era

Please comment on your choice of priorities.

The traditional education system has opposed learning and fun. But fun doesn't distract from learning; it helps to learn better. Thus, games, either physical or digital, should be used in education as these are efficient way of learning. By definition, a game is simply a structured form of play that excites the senses and captivates players; all the ingredients we want students to have in our classrooms. It has been demonstrated that learning games in the classroom translate into meaningful knowledge acquisition, motivation to learn and even the development of altruism. This is why our project will help our pupils in acquiring and developing basic skills and key competences.

During the project will be explored, analyzed, summarized and played a variety of educational games (movement games, digital games, basic skills games and equity, inclusion and cooperation games) that can be used in class in order to develop lifelong learning key competences-communication in mother tongue, communication in foreign languages, mathematical, science and technology competence, digital competences, learning to learn, social and civic competences, sense of initiative and entrepreneurship, cultural awareness and expression. Physical games are great tactile tools to get kids excited about learning while digital games add a level of interaction by creating unique experiences, more complicated story lines, and offering different types of player collaborations. By pairing analog and digital games in classrooms we ensure that students are engaged in multi-sensory learning. Games motivate students in a fun way offering interactive competitive learning environments, social awareness and they also provide many other positive features. Games lighten the mood and this facilitates greater creativity and boost student morale and interest.

Movement is one of the most important aspects of a young child's life. They help children develop, not only motorically but emotionally and socially as well. Their well-being can be greatly enhanced if they are given simple foundations in all areas during their early years. In physical education games the social, communication, emotional and cognitive skills of children are "exercised" as well as their motor skills. Playing interactive games develops social interaction and communication skills while working on motor development. Problem-solving or cognitive skills are stimulated during games. Movement benefits students' work and behavior in school, their understanding of difficult concepts, their retention of learned information and their lifelong health and well-being. So, game, of all types, is one of the most beneficial ways for ALL children to engage with and retain the information they are being taught in school. It makes lessons more engaging and memorable, it helps students focus, it regulates student behavior, it helps foster inclusive environments for all children, and it makes children want to come to school every day. Games in imparting education can not only complement the traditional method but they can also be instrumental in the necessary transition of the current system into one more adapted to the needs of the 21st century.

Please select up to three topics addressed by your project.

Inclusion - equity

Key Competences (incl. mathematics and literacy) - basic skills

Quality Improvement Institutions and/or methods (incl. school development)

Project Description

Please explain the context and the objectives of your project as well as the needs and target groups to be addressed. Why should this project be carried out transnationally?

The use of current and emerging tools in education is becoming a blistering topic among educators and educational institutions. Gaming in education may be viewed as an interference to learning but its role in education is to increase students' motivation and engagement, to enhance visual skills, to improve students' interaction and collaboration abilities with their peers and to enable them to apply gaming values in a real-world situation. A game is a type of play where participants follow defined rules.

GENERAL OBJECTIVES:

- to share methods and good practices, including alternative and complementary methods (such as games, music, visual arts, civics, ethics), used by each partner in order to enrich the curricula and improve the quality of the teaching activity;
- to develop awareness among pupils, staff and local community about the cultural diversity and similarities of the participating countries within the framework of European values.

CONCRETE OBJECTIVES FOR PUPILS:

- to encourage cooperation and team spirit development through games in order to help pupils understand themselves, the others and the world they live in;
- to use English as a foreign language by communicating with pupils from partner countries on the children's forum;
- to create a digital game as a result of the European collaboration;

CONCRETE OBJECTIVES FOR TEACHERS:

- to share and experience innovative types of methodology, classroom activities and classroom management strategies;
- to collaborate and cooperate with their colleagues on their school level and with foreign partners on the European level (each partner will adapt and use appropriate methods to his target group);
- to improve using English as a common foreign language and ICT skills as means of communication

The educational systems are being reformed all over Europe, new subjects, new methods gain popularity. More and more focus is placed on the education of gifts and competences, the notion of learning and achievement is changing. Society needs time to accept changes and to make them part of the collective mind. Following the intentions for development, we found that there is need for change in the approach of teachers so that the required improvement in education can take place. One of the best ways to do this is by having personal experiences, carrying out international projects, project meetings and individual teacher exchanges. Each partner country comes into this project with its own educational system, culture, tradition, history, common values and interests. This is why we consider our motivation from different perspectives, as educational, socioeconomically, cultural, traditional, and linked to its own history and fairy tales' content.

Games allow pupils to communicate with and understand others in new ways. Pupils will learn to work together, to cooperate, to find the best way for each member of a group to contribute, and to listen to and accept the viewpoints and contributions of others. We consider that such a project is very useful for emphasizing lots of cultural aspects in the partner countries, such as: language and customs, life style, behavior, literature and history. Pupils exchange fairy tales' contents; they can build a common fairy tales' character or can find similarities among fairy tales' content.

Schools want to take part in cooperation activities because they all believe that gaining knowledge of each partner's traditions, culture, habits, young people from these different nations will be able to accept each other and realize that they belong to a common European family. The activities will be part of the school curriculum designed for two years. The project will bring together three partners from Romania, Cyprus and who will work in order to achieve the project's aims and to design final products agreed among the partners, such as: a methodology about the benefits and the use of

games as a teaching method, a brochure with a collection of games, a digital game, a website, a forum for children, teachers a

What results are expected during the project and on its completion?

In what way is the project innovative and/or complementary to other projects already carried out by the participating organisations?

Games can be used as a support tool to complement traditional teaching methods to improve the learning experience of the learners while also teaching other skills such as following rules, adaptation, problem solving, interaction, critical thinking skills, creativity, teamwork, and good sportsmanship. Learning should not feel dull and it should not only mean rote memorization where students learn and grasp concepts through repetition or cramming. Teachers can take advantage of the energy and innovative thinking that is provided by using technology in learning to improve student performance, to develop an enthusiastic learner, to motivate and engage students, to reduce monotonous learning methods and to help students with focus, self-esteem, and memory. As educational tools, games are constructive as they liven up teaching methods which are normally considered dull and boring.

The main objectives of the project deal with the improvement and implementation of more stimulating educational methodologies to empower and motivate learners, from childhood to youth, to love school and to feel it as a safe, comfortable and friendly place where learnings and knowledges are not simply transferred but also experienced and lived in cooperation at local and European level. All the Partners have common experiences in European projects in the field of Education, Training and Youth and they are interested to enhance and strengthen their cooperation in order to promote the European values such as social inclusion, anti-discrimination, active citizenship, solidarity, tolerance, respect for others, intercultural learning and understanding. The project will focus on a wide range of activities to strengthen the 8 Key European Competences through.....

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How did you choose the project partners and what will they bring to the project? Does it involve organisations that have never previously been involved in a Strategic Partnerships project?

The coordinator from Cyprus was partner in a former Comenius Project and communication has been

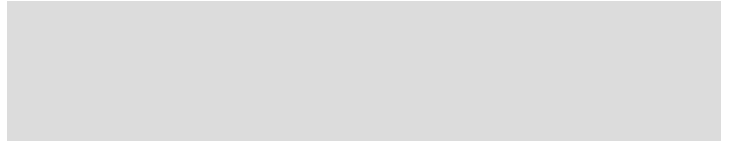
How will the tasks and responsibilities be distributed among the partners?

If relevant, please identify and explain the involvement of associated partners, not formally participating in the project. Please explain how they will contribute to the implementation of specific project tasks/activities or support the dissemination and sustainability of the project.

Participants

Please briefly describe how you will select and involve participants in the different activities of your project?

Participants with fewer opportunities: does your project involve participants facing situations that make their participation more difficult?



Preparation

Please describe what will be done in preparation by your organisation/group and by your partners/group before the actual project activities take place, e.g. administrative arrangements, communication about the activities, selection of the persons, coaches, involvement of stakeholders, etc.



Management

Funds for Project Management and Implementation

Funds for 'Project Management and Implementation' are provided to all Strategic Partnerships based on the number of participating organisations and duration of the project. The purpose of these funds is to cover diverse expenses that any project may incur, such as planning, communication between partners, small scale project materials, virtual cooperation, local project activities, promotion, dissemination and other similar activities not covered by other types of funding. A partnership may receive a maximum of 2750 EUR of 'Project Management and Implementation cost' per month

Organisation Role	Grant per organisation and per month	Number of Organisations	Grant
Applicant Organisation	500.00 EUR	1	12000.00 EUR
	0.00 EUR	0	0.00 EUR
Total			12000.00 EUR

Please provide detailed information about the project activities that you will carry out with the support of the grant requested under the item 'Project Management and Implementation'

Transnational Project Meetings

Transnational project meetings: how often do you plan to meet, who will participate in those meetings, where will they take place and what will be the goal?

Please specify the funds requested to organise the planned Transnational Project Meetings.

ID	Leading Organisation	Meeting Title	Country of Venue	Starting Period	No. of Participants	Grant
Total					0	0.00 EUR

Project Management

How will the monitoring of the project activities be carried out and by whom?

How will you assess the success of your project?

What are your plans for handling risks which could happen during the project (e.g. delays, budget, conflicts, etc.)?



Implementation

Please explain how will the project activities lead to the achievement of the project objectives and delivery of the planned results?

How will you communicate and cooperate with your partners?

Have you used or do you plan to use eTwinning, School Education Gateway, EPALE or the Erasmus+ Project Results Platform for preparation, implementation or follow-up of your project? If yes, please describe how.



Intellectual Outputs

Do you plan to include intellectual outputs in your project?

No



Multiplier Events

Do you plan to include Multiplier Events in your project?

No

Multiplier Events Summary



Learning, Teaching, Training Activities

List of Activities

Do you plan to include transnational learning, teaching or training activities in your project?

No



Special Costs

Special Needs Support

ID	Organisation	Country of the Organisation	No. of Participants With Special Needs	Description and Justification	Grant (EUR)
Total					0.00 EUR

Exceptional Costs

ID	Organisation	Country of the Organisation	Description and Justification	Grant (EUR)
Total				0.00 EUR



Follow-up

Impact

What is the expected impact on the participants, participating organisations, target groups and other relevant stakeholders?

What is the desired impact of the project at the local, regional, national, European and/or international levels?

How will you measure the previously mentioned impacts?

Dissemination and Use of Project's Results

You are requested to make plans for the dissemination of your project results. Please provide answers to the questions below.

What will be the target groups of your dissemination activities inside and outside your partnership?

Please define in particular your target audience(s) at local/regional/national/EU level and motivate your choice.

Which activities will you carry out in order to share the results of your project beyond your partnership?

Who will be responsible for the dissemination activities within your partnership and which specific expertise do they have in this area? What resources will you make available to allow for the proper implementation of your dissemination plans?

Erasmus+ has an open access requirement for all materials developed through its projects. If your project is producing intellectual outputs/tangible deliverables, please describe how you intend to ensure free access for the public to a digital form of this material. If you intend to put any limitation on the use of the open licence, please specify the reasons, extent and nature of this limitation.

How will you ensure that the project's results will remain available and will be used by others?



If relevant, please provide any other information you consider appropriate to give a full understanding of your dissemination plan and its expected impact (e.g. how you have identified which results are most relevant to disseminate; how you will ensure the involvement of all partners; how you see synergies with other stakeholders, etc.)

Sustainability

What are the activities and results that will be maintained after the end of the EU funding, and how will you ensure the resources needed to sustain them?

Annexes

The maximum number of all attachments is 11 and the maximum total size is 10240 KB.

Please download the Declaration of Honour, print it, have it signed by the legal representative and attach.

File Name	File Size (kB)
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Please download the Mandates, print them, have them signed by the legal representatives and attach.

File Name	File Size (kB)
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Please attach any other relevant documents.

File Name	File Size (kB)
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Total Size (kB)	0
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Checklist

Before submitting your application form to the National Agency, please make sure that:

- It fulfils the eligibility criteria listed in the Programme Guide.
- All relevant fields in the application form have been completed.
- You have chosen the correct National Agency of the country in which your organisation is established. Currently selected NA is: RO01 Agentia Nationala pentru Programe Comunitare in Domeniul Educatiei si Formarii Profesionale

Please also keep in mind the following:

Mandates of each partner to the applicant, signed by both parties, should be submitted as an annex to the application form. If the application is approved for funding, signed mandates will be considered as a condition for signature of the grant agreement.

The documents proving the legal status of the applicant must be uploaded in the participants' portal (for more details, see Part C of the Programme Guide - 'Information for applicants').

Data Protection Notice

PROTECTION OF PERSONAL DATA

The application form will be processed electronically. All personal data (such as names, addresses, CVs, etc.) will be processed pursuant to Regulation (EC) No 45/2001 on the protection of individuals with regard to the processing of personal data by the EU institutions and bodies and on the free movement of such data. Any personal data requested will only be used for the intended purpose, i.e. the processing of your application in accordance with the specifications of the call for proposals, the management of the administrative and financial aspects of the project if eligible and the dissemination of results through appropriate Erasmus+ IT tools. For the latter, as regards the details of the projects' contact persons, an unambiguous consent will be requested.

For the full description of the collected personal data, the purpose of the collection and the description of the processing, please refer to the Specific Privacy Statement (see link below) associated with this form. http://ec.europa.eu/programmes/erasmus-plus/documents/eplink-efrms-privacy_en.htm

- I agree with the Specific Privacy Statement on Data Protection